NPL BIBLIO SEARCH RESULTS:

? **ds**

Set	Items	Description
S1	57852	(VIDEO OR ONLINE OR ON()LINE OR COMPUTER? ? OR NETWORK? OR ELECTRONIC? OR SOFTWARE OR ANIMATION OR ANIMATED)(3N)(GAME? ? OR GAMING)
S2	2586361	PLAYER? ? OR PATRON? ? OR PARTICIPANT? ? OR USER? ? OR COMPETITOR? ? OR CONTESTANT? ? OR PARTNER? ?
S3	13744	(PRIMARY OR FIRST OR 1ST OR 1()ST OR NUMBER()(1 OR ONE) OR INITIAL OR MAIN OR PRINCIPAL)()S2
S4	5756	(SECOND? OR 2ND OR 2()ND OR NUMBER()(2 OR TWO) OR NEXT OR SUBSEQUENT?)()S2
S5	4702147	SHARE? ? OR SHARING OR JOIN? OR PARTAGE? ? OR PARTAGING OR TAKE(1W)PART OR ALLOT? OR ASSIGN? OR COLLABORAT? OR PARTICIPAT?
S6	69058	ON()SCREEN OR (VIDEO OR COMPUTER OR TV OR TELEVISION)(3N)(SCREEN? ? OR MONITOR? ?)
S7	27081788	CONTROL? OR ACTION? OR MOVEMENT? OR MOTION? OR ACTIVITY OR ACTIVITIES OR EFFECT? ? OR INPUT? ? OR EXECUTION? ?
S8	12906	S1(S)S2
S9	445860	S5(7N)S7
S10	299	S6(S)S9
S11	12	S8(S)S10
S12	113	S3:S4(7N)S9
S13	4	S12 AND S1
S14	16	S11 OR S13
S15	12	S14/2003:2011
S16	4	S14 NOT S15
S17	3	RD (unique items)
S18	7866	S6(5N)S7
S19	638	S5(5N)S6
S20	2	S3:S4(7N)S18:S19
S21	1	RD (unique items)

? **show files**

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File   8:Ei Compendex(R) 1884-2011/Mar W4
         (c) 2011 Elsevier Eng.  Info. Inc.
File   6:NTIS 1964-2011/Apr W1
         (c) 2011 NTIS, Intl Cpyrght All Rights Res
File   2:INSPEC 1898-2011/Mar W3
         (c) 2011 The IET
File   7:Social SciSearch(R) 1972-2011/Mar W4
         (c) 2011 The Thomson Corp
File  95:TEME-Technology & Management 1989-2010/Oct W3
         (c) 2010 FIZ TECHNIK
File  35:Dissertation Abs Online 1861-2011/Mar
         (c) 2011 ProQuest Info&Learning
File  65:Inside Conferences 1993-2011/Mar 30
         (c) 2011 BLDSC all rts. reserv.
File  23:CSA Technology Research Database 1963-2011/Mar
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File 439:Arts&Humanities Search(R) 1980-2011/Mar W3
         (c) 2011 The Thomson Corp
File 475:Wall Street Journal Abs 1973-2011/Feb 14
         (c) 2011 The New York Times
File  32:METADEX 1966-2011/Mar
         (c) 2011 CSA.
File 141:Readers Guide 1983-2011/Feb
         (c) 2011 The HW Wilson Co
File 142:Social Sciences Abstracts 1983-2011/Feb
```

17/5/1 (Item 1 from file: 6)
DIALOG(R)File 6: NTIS

2138790 **NTIS Accession Number:** ADA366254/XAB
Implementation Architecture to Support Single-Display Groupware

Myers, B. A.
Carnegie-Mellon Univ., Pittsburgh, PA. Dept. of Computer Science.
Corporate Source Codes: 005343001; 403081
Report Number: CMU-CS-99-139; CMU-HCII-99-101
May 1999 22p
Language: English
Journal Announcement: GRAI9924

NTIS Prices: PC A03/MF A01
Country of Publication: United States
Contract Number: N66001-94-C-6037
Single Display Groupware (SDG) applications use a single display shared by multiple people. This kind of interaction has proven very useful for children, who often share a **computer** for **games** and educational **software**, and also for co-located meetings, where multiple people are in the same room discussing, annotating and editing a design or presentation which is shown on a **computer screen**. We have developed a number of SDG applications that use multiple 3Com PalmPilots and Windows CE devices to emulate a PC's mouse and keyboard. All **users** can take turns sharing a single cursor to use existing applications like PowerPoint. We have also created other new applications where all **users** have their own independent cursors. This paper describes the architectural additions to the Amulet toolkit that make it easy for programmers to develop applications with multiple **input** streams from multiple **users**. Amulet supports **shared** or independent editing, and shared or independent undo streams. The implementation differs from other Computer Supported Cooperative Work (CSCW) architectures in that others have one Model and multiple Views and Controllers (one for each **user**), whereas we have one Model and one View, and multiple Controllers.
Descriptors: *Distributed data processing; *Computer architecture; *Screens(Displays); Software engineering; Computer communications; Human factors engineering; Communications networks; Computer graphics; User needs; Graphical user interface

21/5/1 (Item 1 from file: 23)
DIALOG(R)File 23: CSA Technology Research Database

0009842838 IP Accession No: 200808-71-1235265; 200808-61-1335637; 20081194144; A08-99-1296728
Multi-player video game with cooperative mode and competition mode

Naka, Yuji; Yamamoto, Masanobu , USA
Publisher Url: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u =/netaht ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=54 05151.PN.&OS=pn/5405151&RS=PN/5405151
Document Type: Patent
Record Type: Abstract
Language: English
File Segment: Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology
Abstract:
A method is provided for controlling the motion of two game characters in a video game for use in a system which includes a video display screen, a user-controlled graphics controller, digital memory, a first **user** input device and a second user input device; wherein movement of the first game character is responsive to the first user input device and movement of the second game character is responsive to the second user input device; wherein the video game involves the game characters traversing a playfield which is displayed as a series of video screen images, the method comprising the steps of: providing a succession of game character movement commands to the first user input device in order to control the movement of the first game character through the playfield; displaying a succession of movements of the first character within the playfield in response to the succession of commands provided to the first user input device; storing the succession of commands provided to the first user input device in the digital memory; and displaying a succession of movements of the second character through the playfield in response to the succession of stored commands.

Descriptors: Games; Input devices; Control systems; Screens; Images; Competition; Redwood; Storage; Americas

PATENT SEARCH RESULTS:

? **ds**

Set	Items	Description
S1	55901	(VIDEO OR ONLINE OR ON()LINE OR COMPUTER? ? OR NETWORK? OR ELECTRONIC? OR SOFTWARE OR ANIMATION OR ANIMATED)(3N)(GAME? ?

```
                OR GAMING)
S2     1617367  PLAYER? ? OR PATRON? ? OR PARTICIPANT? ? OR USER? ? OR COM-
                PETITOR? ? OR CONTESTANT? ? OR PARTNER? ?
S3       19454  (PRIMARY OR FIRST OR 1ST OR 1()ST OR NUMBER()(1 OR ONE) OR
                INITIAL OR MAIN OR PRINCIPAL)()S2
S4       14088  (SECOND? OR 2ND OR 2()ND OR NUMBER()(2 OR TWO) OR NEXT OR
                SUBSEQUENT?)()S2
S5     1726476  SHARE? ? OR SHARING OR JOIN? OR PARTAGE? ? OR PARTAGING  OR
                TAKE(1W)PART OR ALLOT? OR ASSIGN? OR COLLABORAT? OR PARTI-
                CIPAT?
S6      627814  SCREEN OR ON()SCREEN OR (VIDEO OR COMPUTER OR TV OR TELEVI-
                SION)()SCREEN? ?
S7    10892205  CONTROL? OR ACTION? OR MOVEMENT? OR MOTION? OR ACTIVITY OR
                ACTIVITIES OR EFFECT? ? OR INPUT? ? OR EXECUTION? ?
S8       28268  S1(S)S2
S9      152800  S6(15N)(S5 OR S7)
S10        279  S9(10N)S3:S4
S11         11  S8(S)S10
S12      25047  S5(S)S6
S13     480676  S5(S)S7
S14         61  S3:S4(15N)S12
S15          5  S1(S)S14
S16          4  S15 NOT S11

? show files

File 350:Derwent WPIX 1963-2011/UD=201120
        (c) 2011 Thomson Reuters
File 347:JAPIO Dec 1976-2010/Dec(Updated 110323)
        (c) 2011 JPO & JAPIO

11/25/7 (Item 7 from file: 350)
DIALOG(R)File 350: Derwent WPIX
(c) 2011 Thomson Reuters. All rights reserved.

0013585158 Drawing available
WPI Acc no: 2003-679902/200364
XRPX Acc No: N2003-542832
Media content item sharing method, involves representing media
content item of two users through respective user interfaces, and
synchronizing two user interfaces such that one interface
duplicates other
Patent Assignee: KONINK PHILIPS ELECTRONICS NV (PHIG)
Inventor: DIEDERIKS E M A; VAN DE SLUIS B M; VAN DE VEN R E F;
VERBERKT M H; VRIELINK K H J
```

Patent Family (3 patents, 100 countries)

Patent Number	Kind	Date	Update	Type
WO 2003071420	A2	20030828	200364	B
AU 2003201151	A1	20030909	200427	E
AU 2003201151	A8	20051020	200615	E

Local Applications (no., kind, date): WO 2003IB239 A 20030127; AU 2003201151 A 20030127; AU 2003201151 A 20030127
Priority Applications (no., kind, date): EP 200275733 A 20020222
Alerting Abstract WO A2

NOVELTY - The method involves representing a media content item e.g. video that is representation of a user (1006) to another user (1006) using a media device (1003), and representing a media content item that is representation of the latter user to the former user through the device. The two user interfaces are synchronized such that the former interface duplicates the latter interface.
DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

A. a computer system for performing activity sharing method
B. a computer program product

USE - Used for sharing media content items e.g. video, image, text, and drawing.
ADVANTAGE - The users are graphically represented on the user interfaces, thereby enabling an user of shared applications to see the other user participating in the modification of the shared application.
DESCRIPTION OF DRAWINGS - The drawing shows a system with a controller unit with a database, media devices, a user and a flow of information.
1000,1001 Controller unit
1003 Media device
1004 Information
1005 Information sent in opposite direction
1006 User

11/25/11 (Item 11 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0007123375 *Drawing available*
WPI Acc no: 1995-154312/199520
Related WPI Acc No: 1994-200003; 1995-177830; 1995-177832; 1996-019606; 1996-230216; 1999-571398
Control method for multi-player video game with cooperative and competition modes - moving each game character in response to respective user input device, with characters traversing playfield displayed as series of video screen images using stored commands
Patent Assignee: SEGA AMERICA INC (SEGA)
Inventor: NAKA Y; YAMAMOTO M

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
US 5405151	A	19950411	199520	B

Local Applications (no., kind, date): US 1992979698 A 19921120; US 1993154887 A 19931118
Priority Applications (no., kind, date): US 1992979698 A

19921120; US 1993154887 A 19931118
Alerting Abstract US A
The method for controlling the motion of two game characters in a video game for a system which includes a video display **screen**, a **user-controlled** graphics **controller**, digital memory, and two **user input** devices. **Movement** of a first game character is responsive to the **first user** input device, and movement of a second game character is responsive to the second **user** input device. The **video game** involves the **game** characters traversing a playfield which is displayed as a series of **video screen** images. A succession of game character **movement** commands are provided to the **first user input** device in order to control the movement of the first game character through the playfield.
A succession of movements of the first character are displayed within the playfield w.r.t. the succession of commands provided to the first **user** input device. The succession of commands provided to the first **user** input device are stored in the digital memory. A succession of movements of the second character through the playfield are displayed in response to the succession of stored commands. The display depicts the second character following behind and mimics the movements of the first character in the playfield.
ADVANTAGE - Allows less skilled **player** to match pace of other **players**.